

# *[DYNAMIC GENERATION OF VECTOR GRAPHICS AND ANIMATION OF BOTTOM-HOLE ASSEMBLY]*

## Abstract

A method for displaying a bottom-hole assembly (BHA) using vector graphics includes parsing and interpreting BHA source data to produce data packets corresponding to BHA components; assembling the BHA using vector graphics components in a vector graphics library, wherein the vector graphics components represent the BHA components; and displaying the BHA at a selected scale.